



INSTRUCTION BOOKLET

GAME BOY ADVANCE

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

### **NEED HELP PLAYING A GAME?**

*You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play information.*

*For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**. This may be a long distance call, so please ask permission from whomever pays the phone bill.*

*Rather talk with a game counselor?*

**1-800-521-0900**

*Available in U.S. and Canada - \$1.50 per minute (U.S. funds)*

*Please have Visa or MasterCard ready*

**MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time**

*Callers under 18 need to obtain parental permission to call. Prices subject to change.*

*TTY Game Play Assistance: 425-883-9714*



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## Looking at the button help

Button controls for information and menu screens are displayed on the bottom of the screens they apply to.

### Button

A

► O.K./FW :Decide / Advance

B

► BK :Return

SELECT

► ? :Help

L

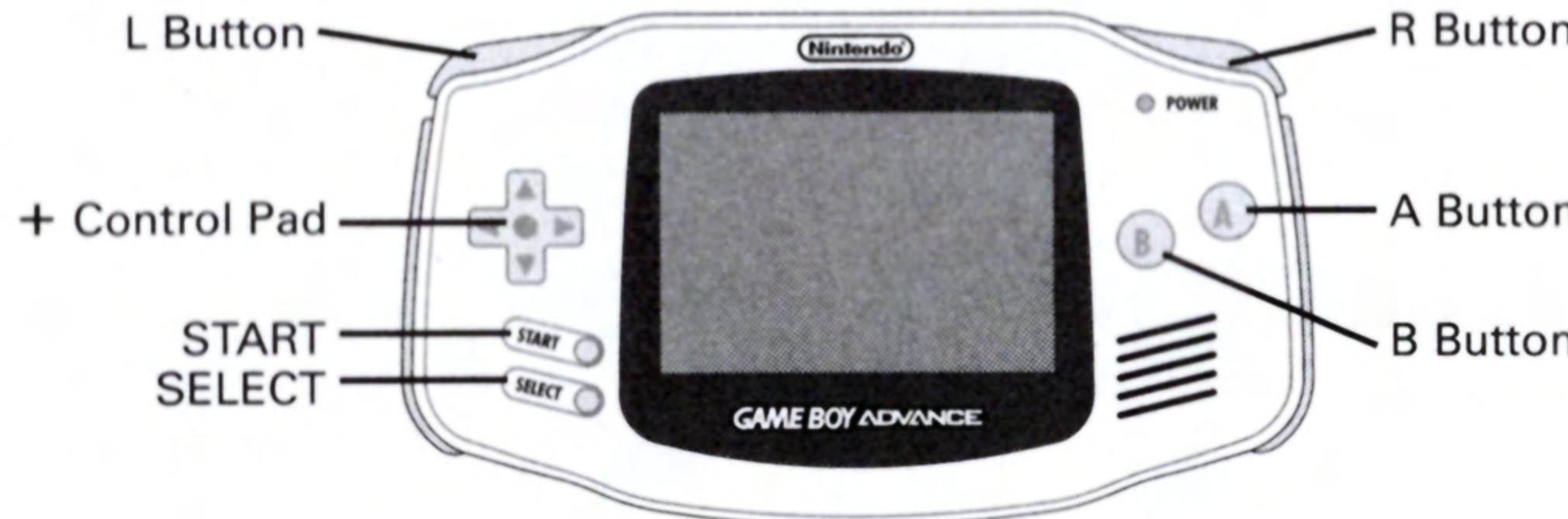
► Z- / ← :Scale down /  
:Previous page

R

► Z+ / → :Scale up / Next page / Flip screen



# Game Controls



## Battle Phase Controls (Details on P. 10)

Button	Function
<b>A Button</b>	Charge Attack
<b>B Button</b>	Regular Attack
<b>A Button + L Button</b>	Musou Attack
<b>L Button</b>	Guard
<b>R Button</b>	Power-up Abilities
<b>START</b>	Pause
<b>SELECT</b>	Not Used

## Movement Phase Only [M] / Other General Controls [G]

Button	Function
<b>A Button</b>	[M][G] Decide, Advance
<b>B Button</b>	[M][G] Cancel, Return
<b>L Button</b>	[M] Show Entire Minimap
<b>R Button</b>	[M] Change Weapon
<b>START</b>	[M] Show Information Menu
<b>SELECT</b>	[M] Toggle Unit Information [G] Help



Character abilities or all game data can be reset to default in "Game Settings."



# Starting a Game

## Game Setup

Check to see that the Game Boy® Advance is switched OFF, then insert the game cartridge and turn ON the power switch. At the title screen press START, and the Main Menu will appear.

Play	Choose from 3 gameplay modes: Musou Mode, Free Mode, and Challenge Mode (P. 06).
Encyclopedia	Get information about obtained Officers, Weapons, Items, and check to see which stages you have cleared.
Tutorial:	Find out about game controls and useful hints.



In “Tutorial,” you can  
▶ find many useful hints to  
help you achieve victory.

## Saving and Loading a Game

### [Saving a game after clearing a stage (Musou Mode)]

In Musou Mode, you can save a game after clearing a stage. You can save up to 3 games in all. To load a saved game, select “Load Game” at the beginning of the game.

### [Saving a game in the middle of a stage (Musou Mode and Free Mode)]

During play, press START and select “Quick Save” to save a game in progress. You can only save one game at a time; previously saved game data will be overwritten. To load a game saved during play, select “Resume” when you begin the game.

Full Life Recovery [Chicken] ITEMS



# Starting a Game

## Selecting a Game Mode

### [Musou Mode]

Select a force and battle your way through each stage. The officers you can choose will change depending upon the force you choose.

<b>Resume</b>	Continue a game that you have saved in the middle of a stage.
<b>New Game</b>	Begin a new game.
<b>Load Game</b>	Start the stage following the last cleared stage.



### [Free Mode]

Select and play through a scenario. Play in Musou Mode and satisfy certain conditions to increase the number of scenarios and officers available in Free Mode.

<b>Resume</b>	Continue a game that you have saved in the middle of a stage.
<b>New Game</b>	Begin a new game.

### [Challenge Mode]

Clear any or all of the three different Challenge Mode courses and attempt to set a new record.

<b>Endurance</b>	Defeat as many enemies as you can.
<b>Time Attack</b>	Defeat 100 enemies as fast as you can.
<b>Battle Luck</b>	Find the right treasure box to move on.



# Starting a Game

## Selecting an Officer

After you select the game mode, choose your character.

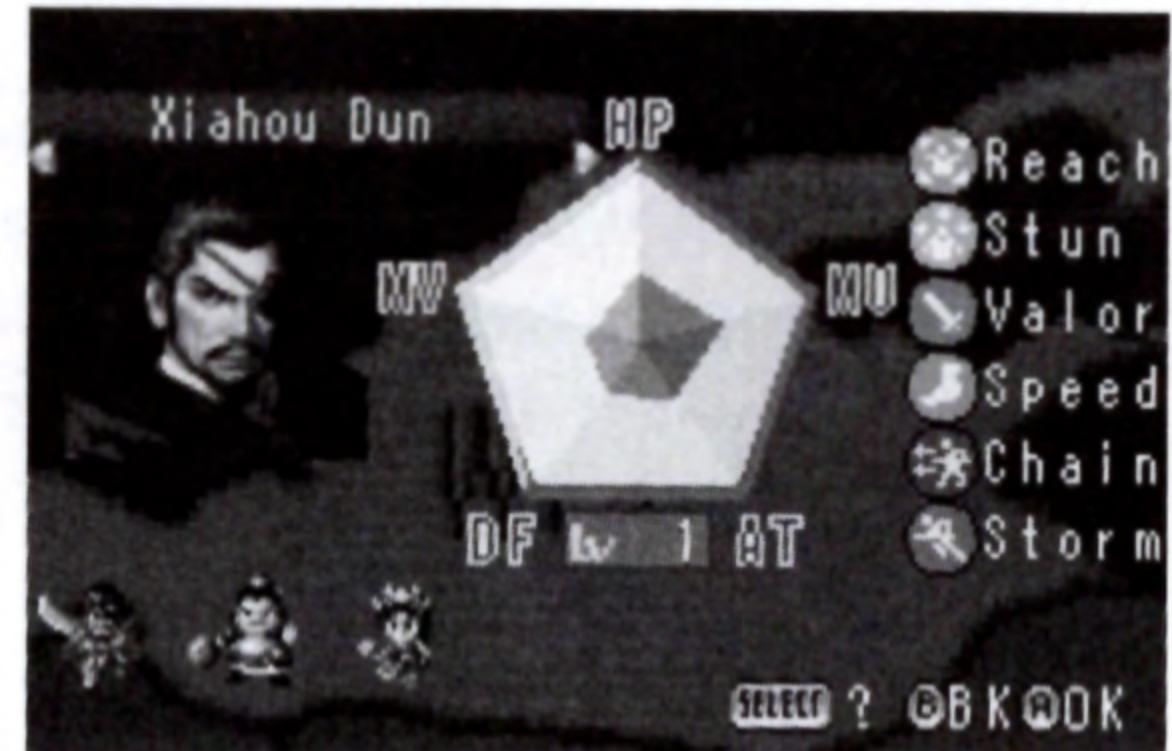
Choose either Wei, Wu, or Shu, and then select one officer belonging to that force. Life and attack power are different for each officer.

- ▶ In Musou Mode, the story will change depending on the force you choose.
- ▶ As you continue the game in Musou Mode, the number of officers you can play will increase.

### [Basic Strengths]

The following graph displays officer fighting abilities.

<b>HP</b> (Life)	Length of the Life Gauge
<b>MU</b> (Musou)	The power of your Musou attack.
<b>AT</b> (Attack)	Attack abilities during battle.
<b>DF</b> (Defense)	Defensive abilities during battle.
<b>MV</b> (Movement)	The speed of your movement.



- ▶ In Musou Mode and Free Mode, as you develop your officer, his or her abilities will increase.
- ▶ The list of Ability Power-ups (P.10) are displayed to the right of Basic Strengths.

Life and Musou restored to MAX. [Ointment] **ITEMS**



# How to Play in Musou Mode

## Goals and Rules

Dynasty Warriors is set amid the chaos of China at the end of the second century. You will take on the role of one officer and battle through the stages in order to achieve victory for your army. Victory conditions are set for each stage. At the Camp Screen that appears at the beginning of a stage, choose and confirm "Objectives."

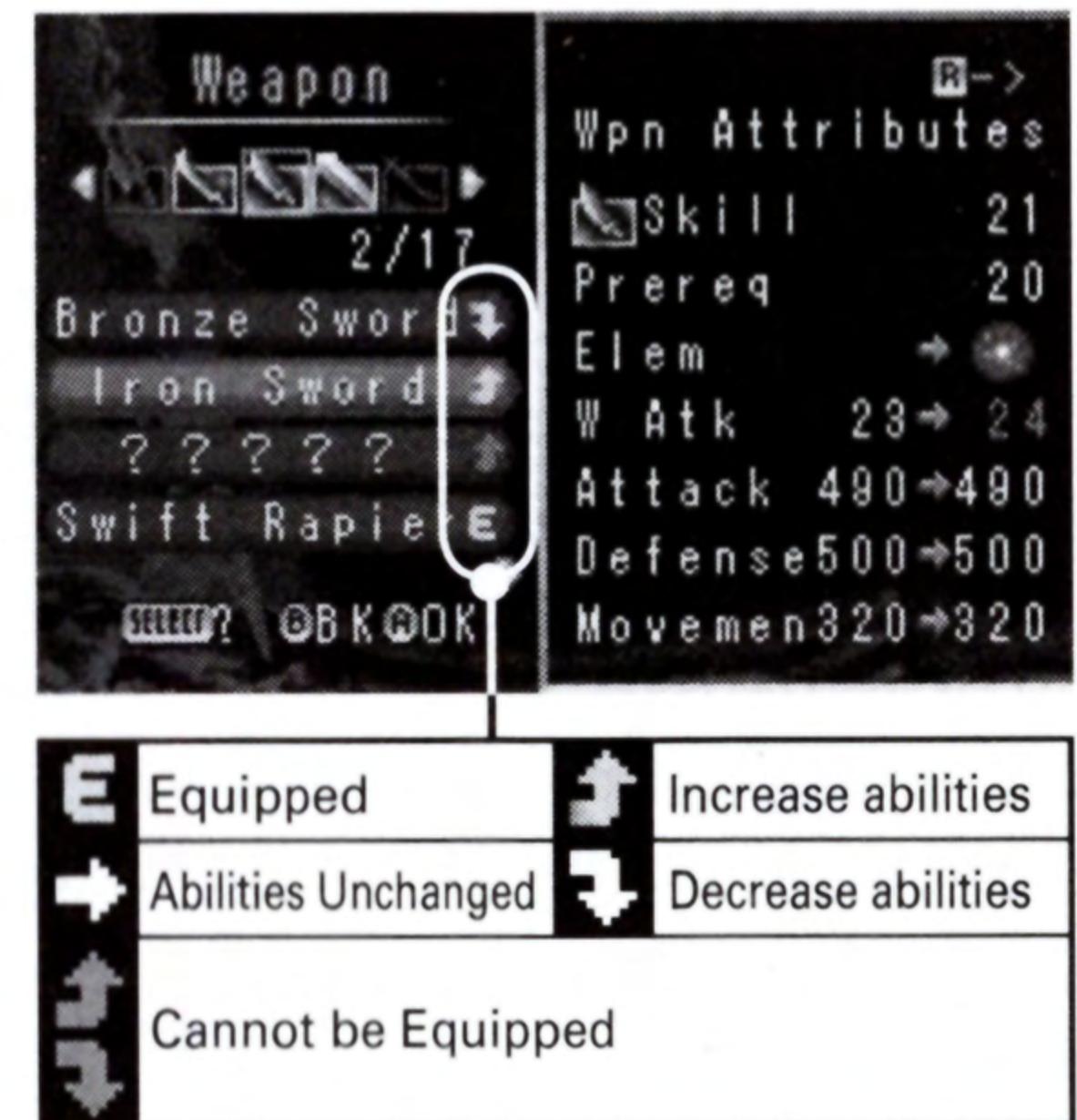
▶ While playing, press START to see the Camp Screen, where you can check the "Objectives."

## Equipping Weapons

You can obtain weapons on the battlefield and other places. After obtaining a weapon, you can equip it by pressing the R button. You can also change which weapon is equipped by choosing "Change Weapon" in the "Armory." Look here to find out about "Weapon Attack," (related to the power of your weapon) "Element" (its characteristics) and "Skills."

▶ If Skill of your officer is lower than the Prerequisite of the weapon, you cannot equip it. Skill increases when you use the same weapon type in battle.

▶ Details about weapon "Element" can be found under "Elemental Effects" in "Tutorial."



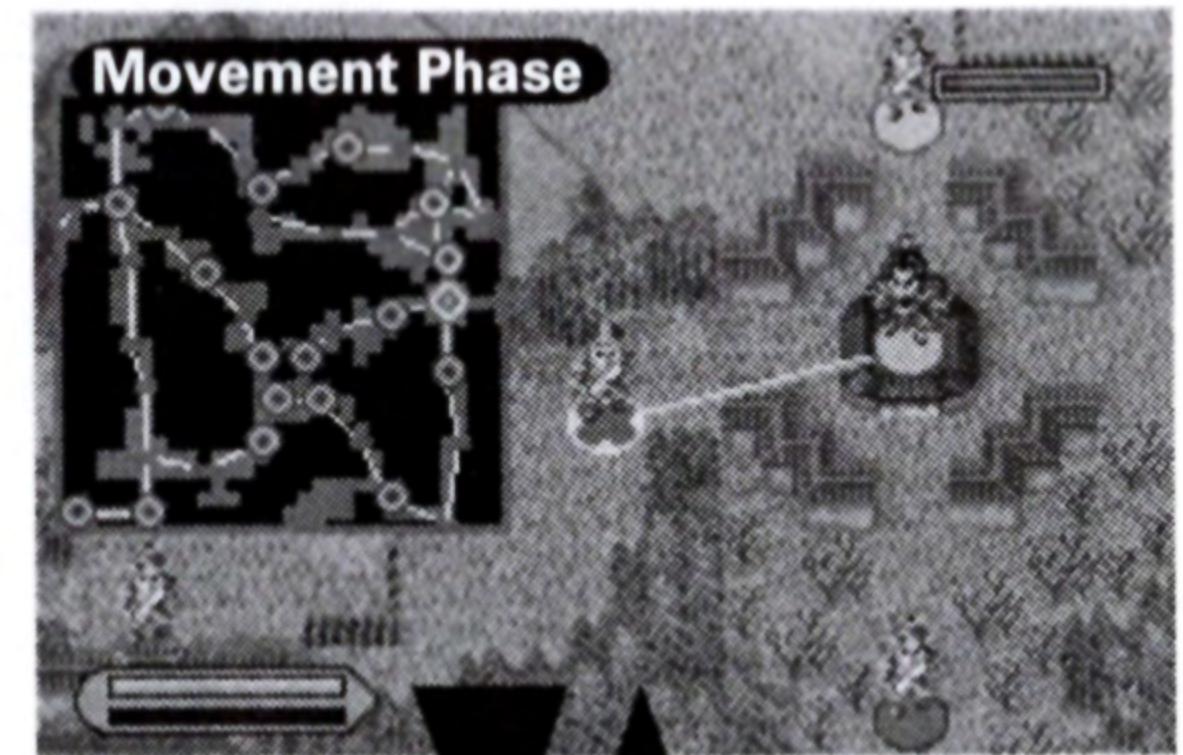
# How to Play in Musou Mode

## Game Flow

### [Movement Phase]

The game progresses by switching between Movement and Battle Phases. In the Movement Phase, allies and enemies take turns moving between areas. If your unit and the enemy unit meet in the same area, a battle occurs. If you defeat your enemy in battle, you will return to the Movement Phase.

- ▶ Instead of moving, press the A Button to search areas for recovery items.

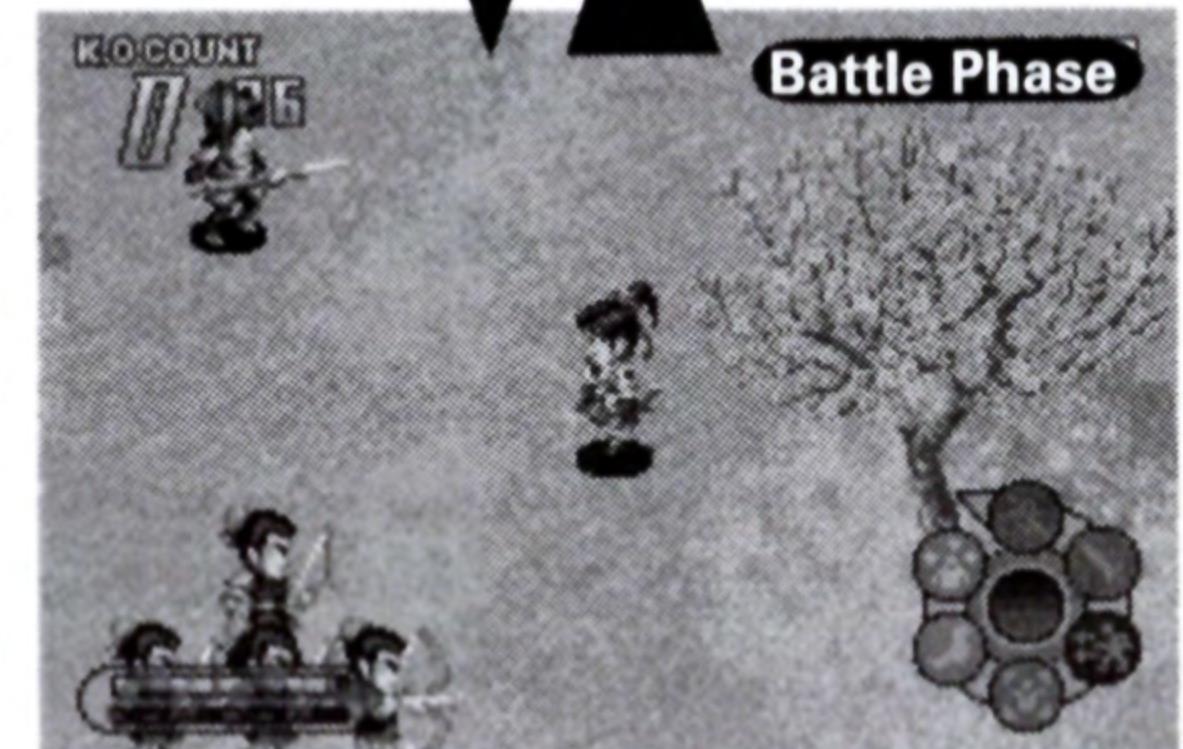


### [Battle Phase]

In the Battle Phase, you either achieve victory by defeating the required number of enemies, or you are defeated when your life gauge is depleted. Defeat your enemies quickly and you gain an extra move in the Movement Phase ("Triumph"). Fail to defeat the enemy within the time required for "Victory," and you lose your next move in the Movement Phase ("Close Call").

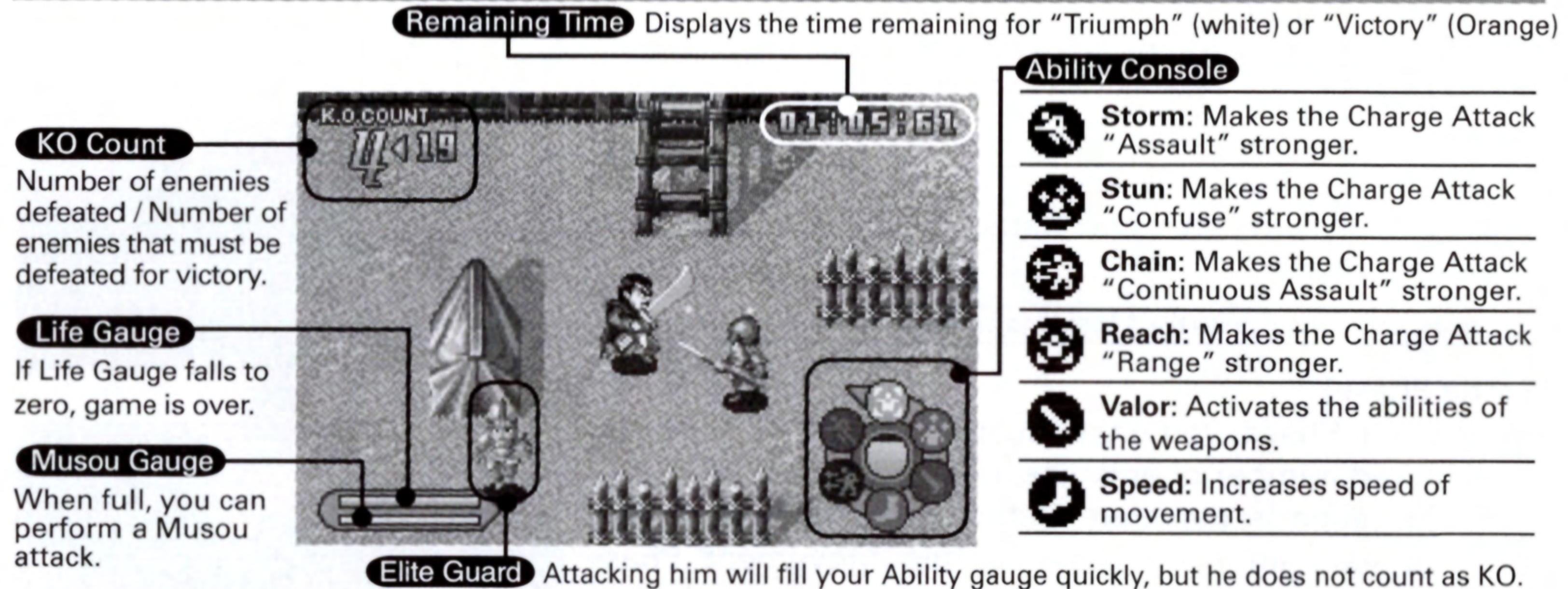
In the Battle Phase, the game is over if your life decreases to zero.

- ▶ Find a Meat Bun, a Chicken, or other items to restore your life.
- ▶ You can check the effects of the items you have found in the Item List of the Encyclopedia.



# How to do Battle

## Battle Screen



## Ability Power-ups

Your Ability gauge will increase as you defeat enemies. Each time your Ability gauge is full, the marker in the Abilities Console will shift clockwise to the next ability. Press the R Button when the ability you want to power up is lit. You can power up the same ability up to two times.

▶ Powered-up Abilities will be in effect until you clear the stage.

▶ When you sustain continuous attacks from the enemy, the Abilities you have powered up may be lost.



**ITEMS [Silver Sword]** Attack + 4

# How to do Battle

## Charge Attack

Charge Attacks are stronger than Normal Attacks.

After pressing the B Button for Normal Attacks, press the A Button.

<b>Assault</b>	<b>A</b>	Affects enemies at a distance.
<b>Confuse</b>	<b>B, A</b>	Stops the enemies' movement.
<b>Continuous Assault</b>	<b>B, B, A</b>	Launches a continuous attack.
<b>Range</b>	<b>B, B, B, A</b>	Throws surrounding enemies into the air.



**Continuous Assault**



**Range**

▶ Power up your Abilities and you can power up your Charge Attacks.

▶ Weapons with Elemental attributes (P.12) also power up your Charge Attacks.

## Musou Attack

Attacking enemy soldiers will increase your Musou gauge. When your Musou gauge is full, press the A Button and L Button at the same time to unleash a Musou Attack. The Musou Attack will give you temporary invincibility and is extraordinarily powerful against the enemy.

▶ When your Life gauge is low (it will glow red), you can perform a True Musou Attack, which is stronger than the Musou Attack.

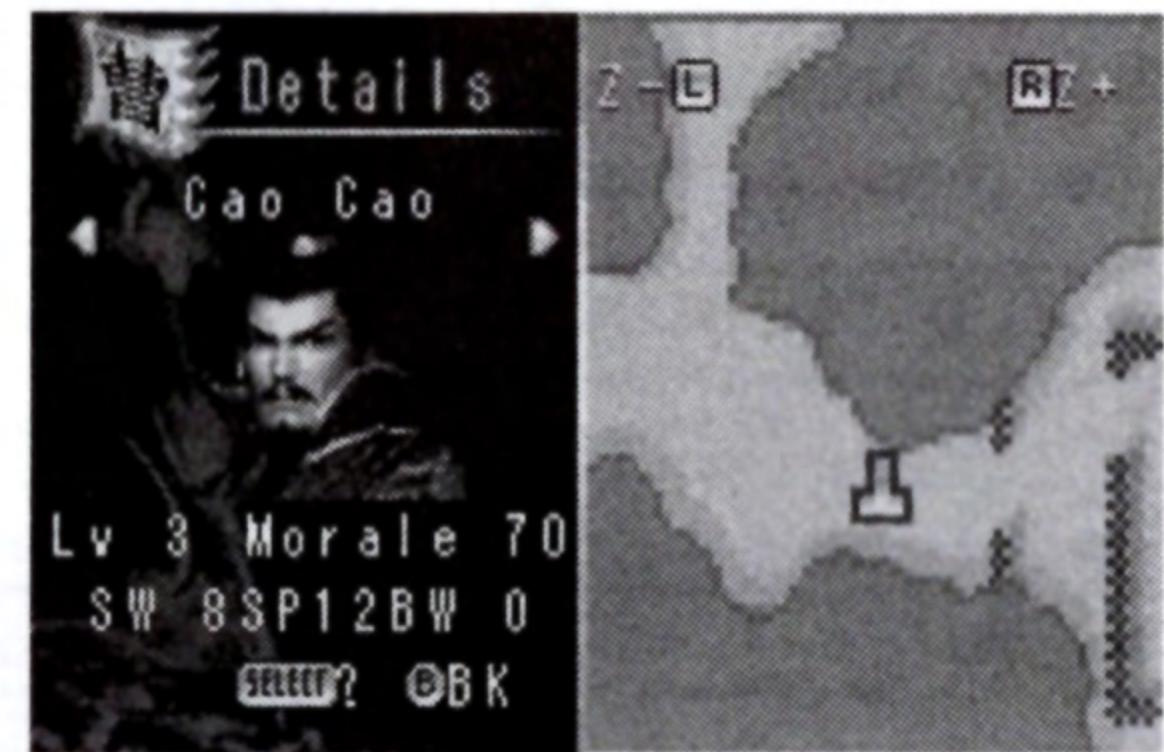


# Information Screen

## Unit Information

To view Unit Information, select “Unit Info” in “Battle Info” either in the Battle Preparation Screen, which appears before the stage begins, or by pressing the R Button in the Movement Phase.

<b>Lv</b>	The higher the level, the stronger the officers and soldiers will be.
<b>Morale</b>	Affects the outcome of battle for non-player characters in the unit.
<b>Sword</b>	Number of Swordsmen. Attack from a close range.
<b>Spear</b>	Number of Spearmen. Attack from a medium range.
<b>Bow</b>	Number of Archers. Attack from a long range.



## Weapon Information

To view Weapon Information, select “Armory” in the “Camp Screen”, or by pressing the R Button during the Movement Phase.

<b>Skill</b>	Increases as you continue to use the same type of weapon.
<b>Prerequisite</b>	Skills needed to equip a weapon.
<b>Element</b>	Weapon attributes. Indicated by the color of the sphere: Orange = Fire, Light Blue = Elec (Lightning), Blue = Ice, Green = Poison, Purple = Vorpal, Lavender = Blast
<b>Weapon Attack</b>	The higher the level, the more damage the enemy will sustain.
<b>Weapon Special</b>	In effect when the ability “Valor” is equipped. The effect differs from weapon to weapon.





## NOTES





## NOTES





## NOTES



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